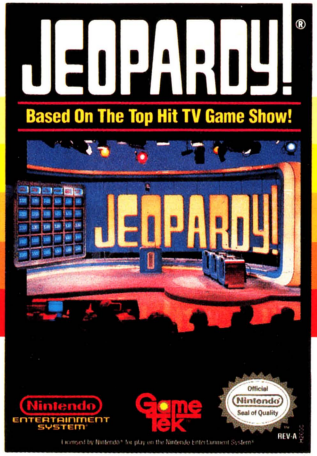


GameTek™

INSTRUCTION BOOKLET

Now you're "into fun and Games!" with GameTek™

We are the hi-tech electronic entertainment company that puts you in the picture with home versions of television's top game shows. These are games the whole family loves, the games they can play...either together or alone against the computer.

GameTek's Nintendo version of Jeopardy!® is fast paced and full of surprises, just like its television counterpart. Select your category, then your wager. Be the first to press the buzzer and enter the correct question...and the cash is yours!

This game is licensed by Nintendo® for play on the Nintendo ENTERTAINMENT SYSTEM®

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Here's the answer:
One of the highest-rated game shows in TV history.
You know the question:
What is Jeopardy!?
Here's the answer:
By reading this instruction booklet.
And here's the question:
How do you get the ultimate enjoyment and ensure the proper handling of your new Jeopardy! game?

JEOPARDY!®



This official seal is your assurance that Nintendo® has reviewed this product and that it has met our standards for excellence in workmanship, reliability and entertainment value. Always look for this seal when buying games and accessories to ensure complete compatibility with your Nintendo Entertainment System®

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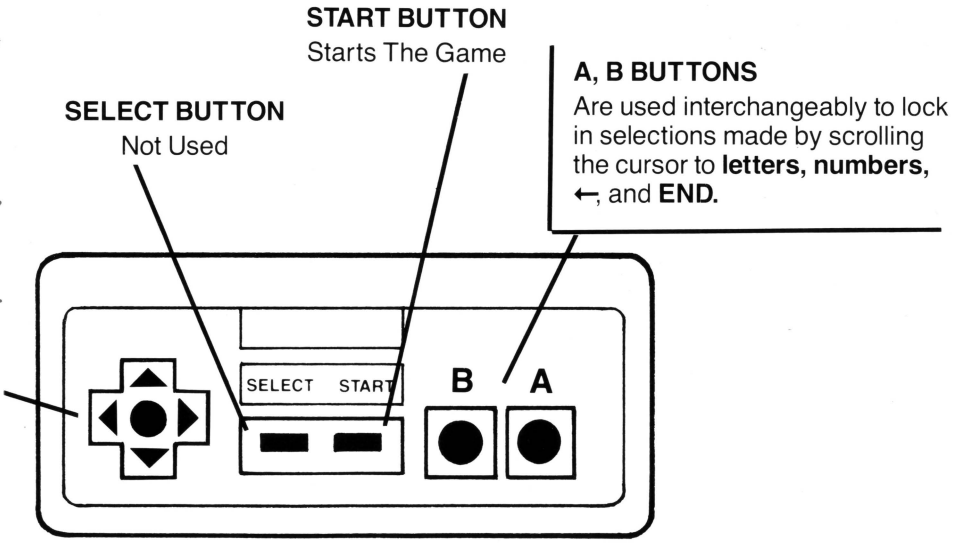
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HOW TO USE THE CONTROLLER

If 1 player plays alone or against the computer, only Controller 1 is used.
If 2 players are competing, Controllers 1 and 2 are used.
If 3 players are competing, Player #1 and Player #3 share Controller 1.

CONTROL PAD

- In all games, pressing the arrowed tips in any of the four directions scrolls the cursor left and right, up and down, or wrapping around the ends, to stop on the desired letters and numbers that spell out the responses.
- In a 3-player game, the center circle on the **CONTROL PAD** of Controller 1 is for Player #1 to press, to try to be first with a response. (Player #3 uses the **A** or **B BUTTON** on Controller 1 for this.)


START BUTTON
Starts The Game
SELECT BUTTON
Not Used
A, B BUTTONS
Are used interchangeably to lock in selections made by scrolling the cursor to letters, numbers, ←, and END.
SELECT
START
B
A

SETTING UP THE GAME

1. Flashing instructions **PRESS START TO BEGIN** signals Player #1 to press the **START BUTTON.**
2. Player #1 presses the **CONTROL PAD** to the right to light up the desired number of players **(1•2•3),** then locks it in with **A** or **B BUTTON.**
3. Players decide on the **SKILL LEVEL (1•2•3)** of the game based on the time allotted for answering; Player #1 locks it in.
4. If fewer than three players are competing, they may choose **(YES•NO)** to play against the computer; Player #1 locks it in.
5. Player Identification
 a. Player #1 uses the four tips of the **CONTROL PAD** to scroll the cursor right and left, up and down, and wrapping around the board, spelling out his/her name and locking in each letter with **A** or **B BUTTON.** When name is complete, player scrolls to **END** and locks it in.

b. Player #1 is shown an image and asked, **WOULD YOU LIKE A NEW CHARACTER? YES•NO.** Player moves right or left to desired answer and locks it in. If answer is **YES,** successive pressing of **A** or **B BUTTON** will change images until desired one appears. Scrolling to **NO** and locking it in sets the image.

c. Player #2 follows steps a. and b.; Player #3 does the same (using Controller 1). If Player #3 is the computer, the name and image appear on the screen automatically.

PLEASE NOTE:

This cartridge uses a program which will randomly access data. At the end of play, the file is cleared and made available for future play. Categories and questions are always selected at random by the computer, so although there are thousands of questions in the categories, repetition will occur.

If repetition does occur and you wish to reshuffle the file, press the reset button which will initiate a new game and reshuffle the questions and categories in this file.

HOW TO PLAY JEOPARDY!

1 The Jeopardy! board appears on the screen and directs Player #1 to choose a category and a wager.



a. Player #1 presses the **CONTROL PAD** right or left to move horizontally across the six categories, then locks in that selection with **A** or **B BUTTON.** (Category also appears spelled out at the bottom of the screen.)

b. Player #1 then moves the **CONTROL PAD** up or down to select a wager from $100 to $500, then locks it in. (Generally, the higher the wager, the harder the question.)

2 All players get ready for the "answer" to appear on the screen and to be the first to jump in with the "question." Players #1 and #3 share their hold on Controller 1, with Player #1 set to press the center of the **CONTROL PAD** and Player #3 set to press either the **A** or **B BUTTON.** Player #2 uses the **CONTROL PAD** of Controller 2. As soon as the "answer" appears, a timer starts the countdown. If no player presses his "buzzer" and the time runs out, the "answer" and correct "question"

both appear on the screen. The original player then selects a new category and wager.

3. Once a player has jumped in to be first, he/she has total control of the board, shutting out all other players. The "answer" reappears on the screen, along with the first part of the "question" **(WHO IS...** or **WHAT ARE...)**. Below that is the alphabet/number board on which the "question" is to be completed. The player scrolls the cursor to spell it out, locking in each letter with the **A** or **B BUTTON,** then scrolls to **END** and locks in the word or words which the **A** or **B BUTTON.** Spelling must be completed before the timer (lower right of screen) reaches **00.**

4. If the "question" is correct, the amount wagered is posted on the player's console and added to any previous winnings. If it is incorrect, the amount wagered is deducted from his/her winnings, going to a minus figure when necessary. The "answer" then reappears on the screen, and the remaining players get the chance to jump in again to try the "question." (The player who answered incorrectly cannot try again.)



5 The player who gives the correct "question" gets to select the next category and wager.

6 Play continues until the board is cleared.

DAILY DOUBLE

During play, a hidden Daily Double appears behind one of the 30 windows on the board. The player who selects that window automatically shuts out the other players and gets to try that "question" alone.

a. If the player has accumulated winnings, he/she can wager any amount between $5 and those winnings by scrolling in that amount on the Daily Double screen. (See fig. a)

b. If the player has no accumulated winnings, he/she can choose any wager from the board ($100-$500 in Jeopardy!, $200-$1,000 in Double Jeopardy!). (See fig. b)

If the "question" is correct, the value of the wager is added to that player's score; if incorrect, it is deducted.

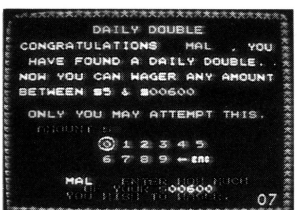

DAILY DOUBLE
CONGRATULATIONS MAL , YOU
HAVE FOUND A DAILY DOUBLE.
NOW YOU CAN WAGER ANY AMOUNT
BETWEEN $5 & $00600
ONLY YOU MAY ATTEMPT THIS.
AMOUNT $
1 2 3 4 5
6 7 8 9 ←ENT
MAL ENTER WAGER
$00600
07

fig. a

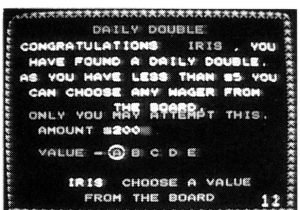

DAILY DOUBLE
CONGRATULATIONS IRIS , YOU
HAVE FOUND A DAILY DOUBLE.
AS YOU HAVE LESS THAN $5 YOU
CAN CHOOSE ANY WAGER FROM
THE BOARD.
ONLY YOU MAY ATTEMPT THIS.
AMOUNT $200
VALUE - A B C D E
IRIS CHOOSE A VALUE
FROM THE BOARD
12

fig. b

DOUBLE JEOPARDY!

Once the board is cleared, the Double Jeopardy! round begins. It is played in the same manner as Jeopardy! except that the categories change, the wagers are doubled **($200-$1,000),** and two Daily Doubles are hidden randomly on the board. The player with the lowest score in Jeopardy! gets to start Double Jeopardy!



FINAL JEOPARDY!

Upon the completion of Double Jeopardy! all players with winnings posted get to compete in Final Jeopardy!

a. First, the category is displayed, and each player can bet all, part, or none of his money. (The other players are asked to look away from the screen while this is being done.)

b. Each player, in turn, then scrolls the cursor for his/her "question," again with the other players looking away.

c. Wagers for correct answers are added to the players' scores; wagers for incorrect answers are deducted.

d. The player with the most money from all three games combined is the winner.

HINTS ON GAME PLAY

1. Words should be spelled as accurately as possible, though some very minor misspellings may be accepted. It is advisable to check the spelling of a completed word before scrolling the cursor to **END.**
2. Letters can be "erased" by scrolling the cursor to ←, the correction symbol. This must be done *before* scrolling to **END.**
3. If your "question" deals with a person's name, try to give both the first and last names.
4. If your "question" deals with numbers as part of names, as World War I or King Henry VIII, be sure to include the numbers, either as **I** or **VIII**, or **1** or **8,** or **ONE** or **EIGHTH.**
5. If your "question" is shown on the screen as "WHO (or WHAT) **ARE**..." be sure to scroll in the *plural* form of the word.
6. If your "question" calls for a pair of words (or names), be sure to enter them in the order most commonly used, such as **FISH AND CHIPS,** not **CHIPS AND FISH.**

7 Spacing between words is optional. If spacing is desired and time allows, scroll the cursor to the blank space between **&** and ←, and lock it in.

8 When playing against the computer, an incorrect "question" inserted by the computer might look like this: **XX??+||**. This is not a "bug" in the game, but rather an unrecognizable word programmed for the computer to make an error. (Yes, it really does!)

SAFETY PRECAUTIONS

1. This high-precision Game Pak contains complex electronic circuitry. Avoid temperature extremes when storing it or unnecessary shock when moving it.
2. Terminal connectors should not be touched or allowed to get wet or dirty. This can damage the game.
3. Never attempt to open or take apart the Game Pak.
4. Do not clean the Game Pak with paint thinner, benzene, alcohol, or any such solvents.
5. Be certain that the Control Deck **POWER SWITCH** is turned off when inserting or removing the Game Pak cassette.

NOTE: This game has been programmed to utilize the full TV screen. Since some older model TV sets have rounded screens, a portion of the image may be blocked out.

⚠ WARNING: DO NOT USE WITH FRONT OR REAR PROJECTION TV ⚠

Do not use a front or rear projection television with your Nintendo Entertainment System® ("NES") and NES games. Your projection television screen may be permanently damaged if video games with stationary scenes or patterns are played on your projection television. Similar damage may occur if you place a video game on hold or pause. If you use your projection television with NES games, Nintendo will not be liable for any damage. This situation is not caused by a defect in the NES or NES games; other fixed or repetitive images may cause similar damage to a projection television. Please contact your TV manufacturer for further information.

COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception.

It has been type-tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna
- Relocate the NES with respect to the receiver
- Move the NES away from the receiver
- Plug the NES into a different outlet so that computer and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful:

"How to Identify and Resolve Radio—TV Interference Problems." This booklet is available from the U.S. Government Printing Office, Washington, D.C. 20402, Stock No. 004-000-00345-4.



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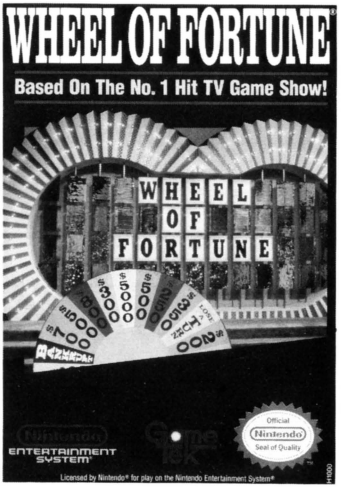
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SCORES

SCORES

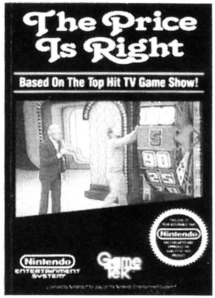
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WHEEL OF FORTUNE®



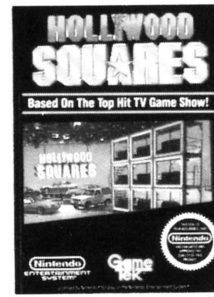
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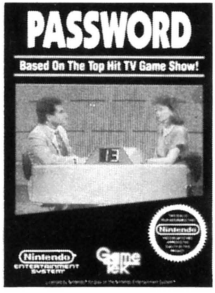
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